AGE OF ADVENTURE   ATARI

Getting Started

Age of Adventure is a double-sided disk containing *Ali Baba and the 40 Thieves* on Side 1, and *The Return of Heracles* on Side 2. If you plan to save games in progress, you should have a blank disk available when you start either game. The program will format the disk when you save the game.

Plug your joystick into port 1 and remove all cartridges. Turn on the disk drive. When the busy light goes out, insert the disk in the drive. Make sure the side containing the game you want to play is face up. Close the drive door and turn on the monitor and the computer (Atari XL and XE owners: when you turn on the computer, hold down the **OPTION** key until the Electronic Arts logo appears). The program loads and runs automatically. While Heracles is being loaded, you'll be asked to "Press Y if this is an old CTIA Atari." If you own one of the very first Atari home computers, press Y.

NOTE: in Age of Adventure the **SPACEBAR** and **RETURN** keys are interchangeable, and you can use one in place of the other.

Ali Baba and the 40 Thieves Commands

Press the **START** button to start Ali Baba. The program asks you if you want to use the keyboard or a joystick to control the game. Press the **SPACEBAR** for keyboard input, or the joystick button for joystick input.

Next, select whether you want to **Start a New Game** or **Continue a Previous Game.** Move the joystick up or down or use either the I or M key to move the highlight. Press either the joystick button or **RETURN** when you have made your selection.

Controlling Movement

You can move Ali Baba up, down, left, and right by moving your joystick in those directions, pressing the appropriate arrow keys, or by using the I, M, J, and K keys on your keyboard.

$$I = Up$$

J=Left   K=Right

M=Down

Controlling Actions

In addition to movement, there are also actions that Ali Baba will need to perform, such as attacking, defending, and resting. Pressing **RETURN** or the **Joystick Button** allows you to select these commands. Move the joystick or use the cursor control keys to select the desired command, and press the **Joystick Button** or **RETURN** to select. See "Moving, resting, defending, attacking, seeing your lot, and other options" in the Age of Adventure manual for more information on these commands.

The Return of Heracles Commands

Press **START** to begin the game with a joystick, or the **OPTION** key to for the main menu. Use the **OPTION** key to highlight menu options, and **SELECT** to confirm selections before pressing **START** to begin the game.

Main Menu Options

View Instructions..........................	View or skip the program
Skip Instructions	instructions
Use Keyboard..............................	Choose how you will
Use Joystick	control Heracles
	(joystick button acts like the
	SpaceBar)
Begin New Game..........................	Lets you start a new game
Continue Game 1..........................	Lets you restart one of up
through	to nine saved games from your
Continue Game 9	data disk.

Controlling Direction

You can move Heracles up, down, left, and right by moving the joystick in one of those directions, using the arrow keys, or by using the I, M, J, and K keys.

<div align="center">

I=Up

J=Left   K=Right

M=Down

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Controlling Actions

Pressing the **RETURN** or **Joystick Button** lets you use commands that you need to perform game actions such as attacking, defending, and moving. Move the joystick or use the cursor control keys to select the desired command, and press the **Joystick Button**, or **RETURN** to select. See the "Options" section in the *Return of Heracles* portion of the Age of Adventure manual for more information on these commands.

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